

King of the Castle Instructions:

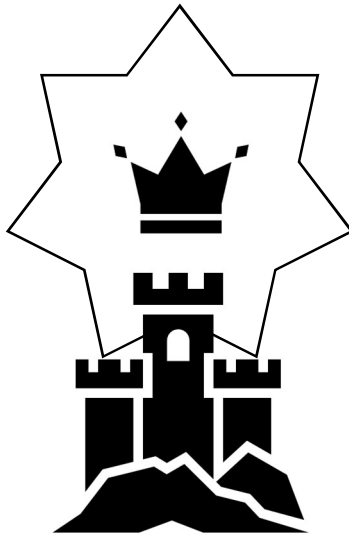
King of the Castle Level 3 Instructions:

Play with a partner (or a group of 3) and a 10-sided dice (or a deck of cards with the 10's and the face cards removed). Each partner also needs a stack of counters (one colour each).



How to play: Roll the dice! Your number needs to help you bridge to a friendly ten. Put your counter on top of the friendly ten you made a bridge to. If your partner rolls the same number, they can bump your counter off! If you roll the same number twice, you can add an extra counter (or more) for extra layers of bump protection. Your partner can only bump off one counter at a time and can only take the spot if you have no counters left. Keep playing until your teacher says to stop!



Challenge variation: Each player gets a page of castles to protect. Invade other pages and try to get their castles! You can still protect castles on your own page if you like. Once you get to two layers of bump protection, and you happen to roll the same number a third time, you can activate a new power: decomposing! What is this? Take the number you rolled and split it into two numbers! For example, if you roll a 7, you can decompose it into a 6 and a 1, a 5 and a 2 or a 4 and a 3! This will let you claim more castles or protect castles that need protection.



Who is the **King of the Castle?** Count your counters! Whoever has the most is the king!





King of the Castle 3: Page 2



33  (40) 



28  (30) 



51  (60) 


42  (50) 

77  (80) 

65  (70) 

89  (90) 

94  (100) 

16  (20) 